

Title: Basic Sailing

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Ah ha! So you have a boat... or perhaps you have a deed for a boat. Time to christen it.

Take you your boat (in small, model form) or your boat deed to a dock. Double click either and you will see a "ghost" boat on the end of your cursor. Maneuver it over the water and click.

You cannot place a boat there or it is blocked? Try moving it slightly over, making sure no people, harbormasters, fishers, dogs, rats, birds, or other dock dwellers are in the way.

Your boat is now in the water! Now how to get on?

The leading cause of not being able to get on and off boats (besides shoes with poor traction) is having "always run" checked in options. You have to walk on and off boats.

You have two ship keys. One is safely in your bank box, leave it there. The other is in your pack. Double click the key, target the side of the boat to unlock it if it is locked. Once unlocked, double click the side of the boat to open the gangplank. WALK, don't run onto the

gangplank. Presto! you are on your boat. You can also recall onto your boat by casting the spell recall or sacred journey and targeting the boat key.

Now for basic commands:  
To raise the anchor say "raise anchor"  
to lower the anchor (before dry docking) say "drop anchor"

To sail say:  
back  
forward  
right  
left

To adjust speed (default is fast) put "slow" in front of the direction.  
e.g.: "slow forward" or "slow back"

To move just one tile put "one" in front,  
e.g. "one forward" or "one back"

to stop the boat say "stop"

To turn say "turn right" or "turn left"

Getting off your boat:  
First stop the boat, then drop anchor. Make sure the gangplank is locked (double click the key, target the side of the boat until it says "locked"). Now double click the side, open the gangplank, you have a few seconds to WALK onto the plank and onto shore.  
Now double click the tillerman and you will have an option to drydock your boat, and it will once again be in your backpack.